

# Bike Hike™

How to load it.  
How to use it.  
How to learn  
from it.



## ALL ABOUT IT

*Bike Hike*™ gives learners from prekindergarten through grade 3 a trip on a bicycle built for two toward building important prereading and problem-solving skills. These skill areas include practice in specific recall of details, visual discrimination, and visual memory. An additional feature of the program provides practice in counting and number recognition. Young bike hikers can take trips at two levels of difficulty which require them to recall how often they saw certain objects or animals.

## YOUR GOAL

Take a bike hike and test your recall of the objects and animals you saw along the way.

## HOW TO LOAD IT

Instructions for loading  
the Apple II, II+, IIe, and IIC

### **For the Apple II and II+:**

1. Insert the diskette into the disk drive making sure that the label is facing up and towards you.
2. Switch on the computer and the monitor.
3. The program will load automatically.

4. If the computer is already on, press **RESET** to restart the program or type PR#6 and press **RETURN**.

### **For the Apple IIe and IIC:**

1. Insert the diskette into the disk drive making sure that the label is facing up and towards you.
2. Switch on the computer and the monitor.
3. The program will load automatically.
4. If the computer is already on, press the **OPEN APPLE**, **CONTROL** and **RESET** keys simultaneously.

The program will take several seconds to load. After it does, simply follow the directions on the screen to run the program.

On the Apple IIe and IIC, make sure **CAPS/LOCK** is depressed before you run the program.

Instructions for loading  
the Commodore 64 and 128

### **For the Commodore 64:**

1. Insert the diskette into the disk drive making sure that the label is facing up and towards you.

2. Switch on the computer, the disk drive and the monitor.
3. The screen will display the word READY.
4. Type the following:  
LOAD "LTI",8,1
5. Press **RETURN**. The program will take several seconds to load. After it does, simply follow the directions on the screen to run the program.

**For the Commodore 128:** If you are using a Commodore 128, you can use it just as if it were a Commodore 64. You may enter the C64 mode in one of two ways:

1. With the power OFF, hold down the **COMMODORE** key and press the ON/OFF switch. The familiar blue C64 screen display will appear with the word READY. From there, simply load the program as you would on the C64.
2. When the computer is running in the C128 mode, type the BASIC command and GO 64. Then, press **RETURN**. The computer will then respond with the words: ARE YOU SURE?

Press **Y** and **RETURN** simultaneously and you will automatically enter the C64 mode. Now load the program as you would with a Commodore 64.

### Instructions for loading the IBM PC and PCjr

1. The IBM or compatible machine you are using should have the following:
  - \* A minimum of 128K memory.
  - \* A 2.0 or higher version of DOS.
  - \* A color graphics adapter card.
2. Insert the Disk Operating System (DOS) master diskette into drive A. Switch on the computer and monitor.
3. Press the **ENTER** key until the A> prompt appears. Remove the DOS diskette and insert the LTI program diskette. Type LTI and then press **ENTER**.
4. The program will load in a few seconds. When it does, simply follow the directions on the screen.
5. To leave the program at any time to return to DOS or to choose another program option, press **ESC**.



## HOW TO USE IT

### 1. Select Options

**A. Sound** - When the screen reads, DO YOU WANT SOUND?, do either of the following:

Press **[Y]** to hear all sound effects.

Press **[N]** to turn off all sound effects.

**B. Directions** - When the screen reads, DO YOU WANT DIRECTIONS?, do either of the following:

Press **[Y]** to see directions.

Press **[N]** to not see directions.

**C. Level of Play** - Choose from two levels of play:

**1.THE SHORTER ROUTE:**

Press **[1]**. You will see up to four (4) individual objects to remember.

**2.THE LONGER ROUTE:** Press

**[2]**. You will see as many as eight (8) objects to remember.

**3.QUIT:** Press **[3]** to quit the program.

**2. Watch Carefully:** Watch carefully as the bicycle passes various objects and animals along the bike path. Look closely because you might see some of these objects or animals more than once.

When the bike hike is over, you will see 8 or 12 animals and objects displayed on the screen, depending on the level you have chosen. A small square will blink under each picture. Press a number key between 1 and 5 to indicate how many times you saw this object or animal on the bike hike. If you have not seen either, press **[0]**.

### 3. Interpret Feedback:

**A. If you are correct** - A check mark will appear next to the number you have entered and the blinking square will move to the next picture.

**B. If you are incorrect** - An X will appear next to the number you have entered and the correct number will be displayed beside it.

**4. Your score:** When you have responded to all the pictures, press the **[SPACE BAR]** to see your score. The score will display the number of problems tried and the number correct. Then, press the **[SPACE BAR]** again to play the same level. To change levels, press:

Apple: **[ESC]**

Commodore: **[F7]**

IBM: **[ESC]**

5. **Quitting the program:** To quit at any time, press:

Apple: **ESC**

Commodore: **F7**

IBM: **ESC**

When you quit the program, you will return to the main menu where you may either choose a new level of play or quit the program completely.

### HOW TO LEARN FROM IT

*Bike Hike*™ provides preschool and early learners with practice using important cognitive skills which are critical to success in reading, math concepts and problem-solving. Specifically, these skills include:

- \* Visual discrimination
- \* Recall of details
- \* Counting and number recognition
- \* Observation

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